

*Game theory in economics and Blackwell determinacy from  
an intuitionistic point of view*

Takako Nemoto

# Outline of this talk

- von Neumann's game and the minimax theorem
- Blackwell game and its determinacy
- From an intuitionistic point of view?

# von Neumann's zero sum game

I \ II	str.A	str.B
str.1	$a_{1A}$	$a_{1B}$
str.2	$a_{2A}$	$a_{2B}$

- Both player choose his strategy at the same time.

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- Is there an equilibrium point?

# Example 1

- str.1 yields \$1 at least

I \ II	str.A	str.B
str.1	1	2
str.2	3	4

game 1



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→ I's value is 3

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The optimal pair of strategies is (str.2, str.A).  
The *value* of the game 3.

	II		
I		str.A	str.B
	str.1	1	2
	str.2	3	4

game 1

## Example 2

- str.1 yields \$1 at least

I \ II	str.A	str.B
str.1	4	1
str.2	2	3

game 2

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- str.1 yields \$1 at least
- str.2 yields \$2 at least

	II		
I		str.A	str.B
	str.1	4	1
	str.2	2	3

game 2



## Example 2

- str.1 yields \$1 at least
- str.2 yields \$2 at least

→ I's value is 2

	II		
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	str.1	4	1
	str.2	2	3

game 2

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- str.2 yields \$2 at least

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→ II's value is 3

There is no optimal strategies!

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# The existence of the equilibrium point

For a given game

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For a given game

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the optimal strategies exists iff

$$\max_{i \in \{1,2\}} \min_{X \in \{A,B\}} a_{iX} = \min_{X \in \{A,B\}} \max_{i \in \{1,2\}} a_{iX}$$

# Mixed strategy

Mixed strategy:

a probability distribution on the set of all strategies

	I \ II	str.A	str.B
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For pure strategy, the optimal strategies do not always exist.

How about mixed strategy?

# Minimax theorem

**Theorem** (von Neumann)

For any game, the pair of optimal mixed strategies exists, i.e.,

$$\max_{\sigma \in \text{MS}_I} \min_{\tau \in \text{MS}_{II}} E(\sigma, \tau) = \min_{\tau \in \text{MS}_{II}} \max_{\sigma \in \text{MS}_I} E(\sigma, \tau),$$

where

$E(\sigma, \tau)$ : the expected value of the game with I's mixed strategy  $\sigma$  and II's mixed strategy  $\tau$ .

$\text{MS}_I$ : the set of mixed strategies for player I

$\text{MS}_{II}$ : the set of mixed strategies for player II

# Blackwell games

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- Players iterate move infinitely and construct  
 $(\alpha, \beta) \in X^{\mathbb{N}} \times X^{\mathbb{N}}$ .  
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- Player II pays  $\$f(\alpha, \beta)$  to player I.

# Strategy and determinacy of Blackwell games

Let  $f$  be a given pay-off function.

**Strategies:** A function which assigns a probability distribution on  $X$  to every  $\langle s, t \rangle \in X^{<\mathbb{N}} \times X^{<\mathbb{N}}$ .

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**I's value  $E_I(f)$ :**  $\sup_{\sigma} E_{\sigma}(f)$

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Blackwell game  $f$  is *determinate* if  $E_I(f) = E_{II}(f)$ .

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$\alpha(2)$

$\alpha(4)$

II

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II

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$\alpha(5)$

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- I wins iff  $\alpha \in A$



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II                     $\alpha(1)$                      $\alpha(3)$                      $\alpha(5)$                      $\dots$
- I wins iff  $\alpha \in A$
- $A$  is determinate if one of the player has a ws.

**Theorem** (Martin)

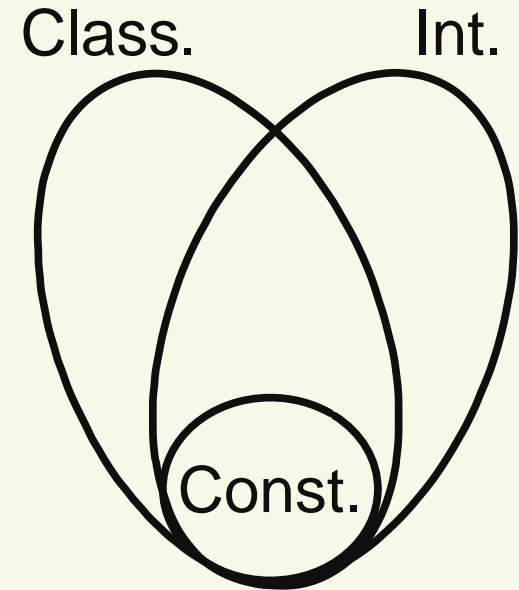
Axiom of determinacy  $\rightarrow$

Determinacy of Blackwell game in  $2^{\mathbb{N}}$

# From an intuitionistic point of view

We work in “Brouwerian mathematics.”

- Logic is the intuitionistic logic.
- It has some mathematical axioms which is not included in the classical mathematics.



# Intuitionistic logics

## Intuitionistic logic

- $\varphi$  means “we have a proof of  $\varphi$ ”
- $\exists x\varphi(x)$  means “we have a method of construct  $a$  with  $\varphi(a)$ ”

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## Classical logic

- $\exists x\varphi(x) \leftrightarrow \neg\forall x\neg\varphi(x)$
- $\varphi \vee \psi \leftrightarrow \neg(\neg\varphi \wedge \neg\psi)$  (de Morgan's law)

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# Axiom of intuitionistic mathematics 1

## 1st & 2nd axioms of continuous choice

For any relation  $R \subseteq \mathcal{C} \times \mathbb{N}$  (resp.  $\mathcal{C} \times \mathcal{C}$ ),  
if, for any  $\alpha \in \mathcal{C}$ , there is  $\beta$  s.t.  $R(\alpha, \beta)$ ,  
then there is cont.  $f$  s.t., for all  $\alpha \in \mathcal{C}$ ,  $R(\alpha, f(\alpha))$ .

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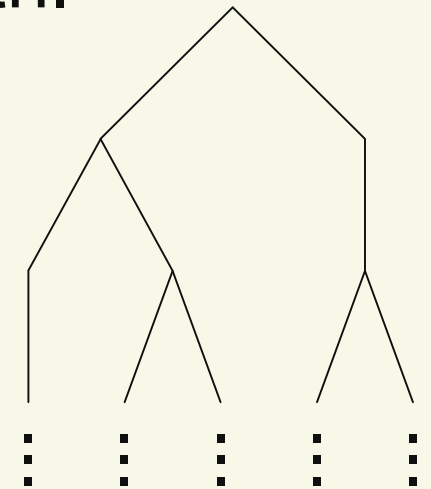
$\therefore$  Every function  $f : \mathcal{C} \rightarrow \mathcal{C}$  is continuous.

# Axiom of intuitionistic mathematics 2

In the classical mathematics,

## **König's lemma (KL)**

Every infinite binary tree has an infinite path.





# Axiom of intuitionistic mathematics 2

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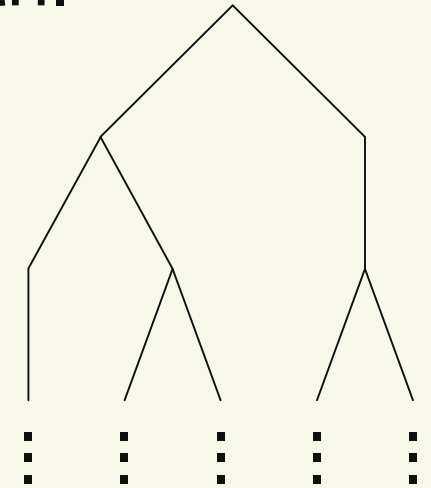
## **König's lemma (KL)**

Every infinite binary tree has an infinite path.

In Brouwerian mathematics,

## **Brouwer's fan theorem (BFT)**

For any binary tree  $T$ ,  
if  $T$  has no infinite path, then  $T$  is finite.





# $\leq$ and $\geq$ in intuitionistic mathematics

Let  $k_{99}$  the least  $n$  such that

$$\pi = 3.141592\dots\dots \overbrace{99999\dots\dots 9}^{99\text{-length}} \dots\dots$$

$\uparrow$   
 $n$ -th digit

# $\leq$ and $\geq$ in intuitionistic mathematics

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Let  $\rho = \lim_{n \rightarrow \infty} a_n$ , where

$$a_n = \begin{cases} 0 & \text{if } n < k_{99} \\ -1/k_{99} & \text{if } k_{99} \leq n \text{ and } k_{99} \text{ is even} \\ 1/k_{99} & \text{if } k_{99} \leq n \text{ and } k_{99} \text{ is odd} \end{cases}$$

# $\leq$ and $\geq$ in intuitionistic mathematics

Let  $k_{99}$  the least  $n$  such that

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So we do not have  $\rho \leq 0 \vee \rho \geq 0$ !!

# A continuous function on $[0, 1]$

In classical mathematics:

Any continuous function  $f : [0, 1] \rightarrow \mathbb{R}$  has minimum value, i.e.,

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In Brouwerian mathematics:

Any continuous function  $f : [0, 1] \rightarrow \mathbb{R}$  has infimum value, i.e.,

$$(\exists v \in \mathbb{R})((\forall y \in [0, 1])v \leq f(y)) \wedge ((\forall \varepsilon > 0)(\exists x \in [0, 1])f(x) < v + \varepsilon)$$



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→ We do not have the maximum value of  $f$

# Intuitionistic version of minimax theorem

In classical mathematics:

For any von Neumann's game, the pair of optimal mixed strategies exists, i.e.,

$$\max_{\sigma \in \text{MS}_I} \min_{\tau \in \text{MS}_{II}} E(\sigma, \tau) = \min_{\tau \in \text{MS}_{II}} \max_{\sigma \in \text{MS}_I} E(\sigma, \tau),$$



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In Brouwerian mathematics:

**Theorem** (Ewartz)

For any von Neumann's game, the equilibrium point exists in the following sense

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The following game does not have the optimal pair of strategies:

<b>I</b> \ <b>II</b>	str.A	str.B
str.1	0	$\rho$
str.2	$-\rho$	0

# Intuitionistic Blackwell determinacy

In classical mathematics:

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**Theorem**

Every Blackwell game is determinate.

# Remark on intuitionistic determinacy

Martin proved

$\Sigma_n^1$  determinacy  $\rightarrow$   $\Sigma_n^1$  Blackwell determinacy in  $2^{\mathbb{N}}$



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But in intuitionistic mathematics, we do not have ordinary determinacy!!

Further problem:

- In intuitionistic mathematics, does Blackwell determinacy prove ordinary determinacy of some certain class of games? (In classical mathematics, this is partially solved)

# Summarize

In intuitionistic mathematics, we have

- Modified version of minimax theorem:

For any von Neumann's game, the following holds

$$\sup_{\sigma \in \text{MS}_I} \inf_{\tau \in \text{MS}_{II}} E(\sigma, \tau) = \inf_{\tau \in \text{MS}_{II}} \sup_{\sigma \in \text{MS}_I} E(\sigma, \tau),$$

- Full Blackwell determinacy in  $2^{\mathbb{N}}$